VOLLEYBALL

INSTRUCTION BOOKLET

Look for this seal on all software and accessories for your Nintendo Entertainment System. It represents Nintendo's commitment to bringing you only the highest quality products. Items not carrying this seal have not been approved by Nintendo, and are not guaranteed to meet our standards of excellence in workmanship, reliability and most of all, entertainment value.

Thank you for selecting the Nintendo® Entertainment System™ Volleyball Pak.

OBJECT OF THE GAME / GAME DESCRIPTION

Start by selecting a team from the country of your choice. Two players can enjoy this sport classic, "bumping", "setting", and "spiking" the ball in a game against each other. Volleyball can also be played by a single player, challenging the computer team. From hard smashes and fake spikes to diving saves, Volleyball has it all. For those who need practice, there's even a training game.

Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference.

1. PRECAUTIONS

1) This is a high precision game. It should not be stored in places that are very hot or cold. Never hit it or drop it. Do not take it apart.
2) Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game.
3) Do not clean with benzene, paint thinner, alcohol or other such solvents.

Note: In the interest of product improvement, Nintendo Entertainment System specifications and design are subject to change without prior notice.

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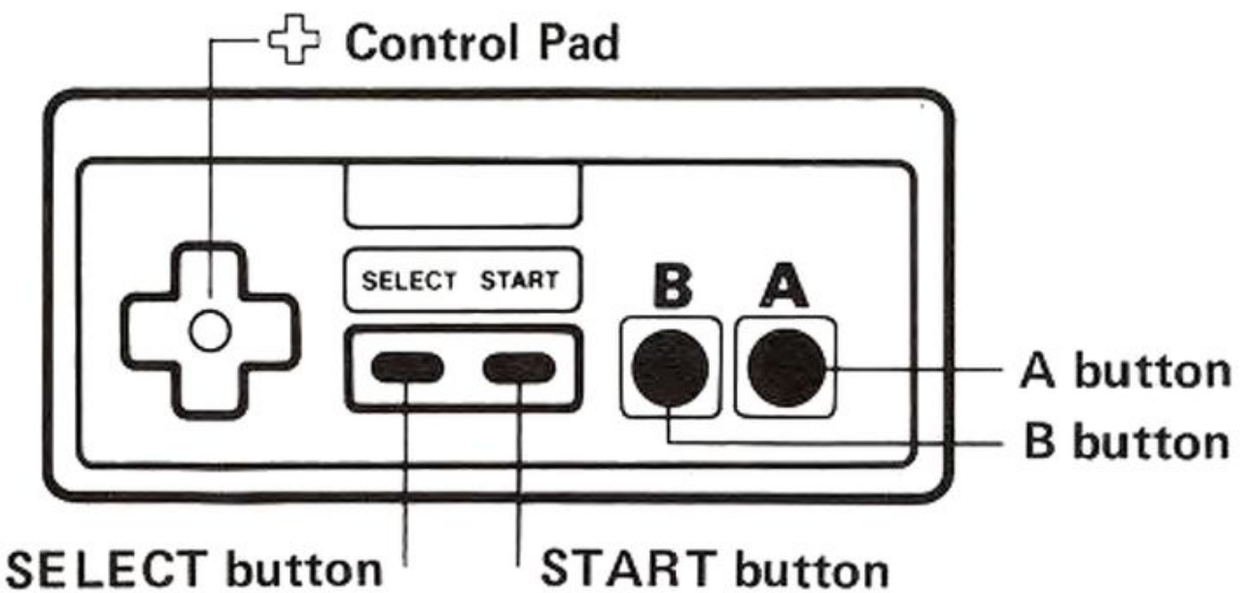
2. NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

Because the offense and defense are always changing in the Volleyball game, controller operation is quite challenging. Please read this instruction booklet thoroughly to familiarize yourself with operation and master button functions.

Controller 1/Controller 2

Use Controller 1 to select the game.
Use Controller 1 in the training mode and 1 player game.
Use Controllers 1 and 2 in 2 player game.



SELECT button···· Used to select the game or training mode.
to select the 1 player or 2 player game.
to select the men's league or women's league.

START button····· Press to begin the game.
to call a time-out (pause) or to restart play.

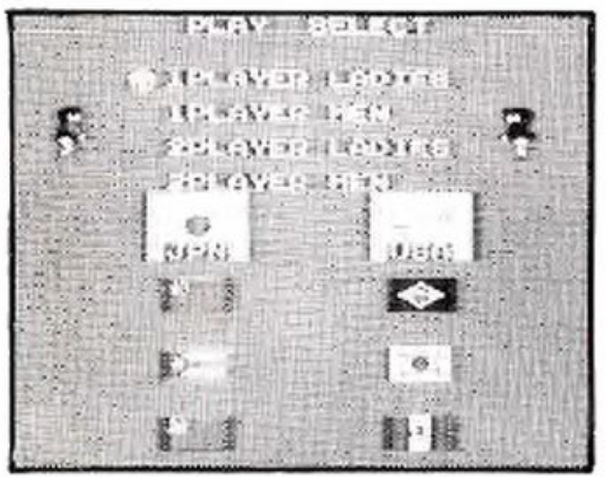
Control Pad····· Used to move players.
to control the ball's direction.
Use Control Pad on Controller 1 to select opponent countries.
* In the 2 player game, Controller 2 is also used to select countries.

A button·········· Used to serve, receive, and set the ball.
to bring the forward players together.

B button·········· Used for low receives and quick sets.
to block and spike.

3. SELECTING THE GAME

- When the title display appears, use the SELECT button to move the ball mark(⚽) and select either the game mode or the training mode. Press the START button.
- Use the training mode to practice play, learn controller functions, and get the feel of the game.
- When the game mode has been selected, the display will change to the game selection display.



- Use the SELECT button to move the ball mark (⚽) and choose either the 1 player or 2 player game and either the men's league or the women's league.

* The ball speed is faster in the men's league.

- Next, use the ✣ Control Pad to move the cursor and select your country. In the 2 player game, the orange cursor is moved with Controller 1 and the green cursor is moved with Controller 2. You decide which countries are to play each other.

* You play against the computer in the 1 player game. Team strength varies with the country, so choose a country for the computer that suits your abilities.
* Team strengths are ranked as follows: 1) USSR, 2) China, 3) Cuba, 4) Japan, 5) Brazil, 6) Korea, 7) Tunisia.

When the above selections have been made, press the START button to begin the match.

1	URS	The United Socialist Soviet Republic
2	CHN	The People's Republic of China
3	CUB	Cuba
4	JPN	Japan
5	BRA	Brazil
6	KOR	The Republic of Korea
7	TUN	The Republic of Tunisia

The above rankings were determined by the number of times each country's team (men's and women's combined) played in the '81 and '85 World Cup and their achievements.

4. HOW TO PLAY

*Game display flashes during play.

■ Training Mode

White uniform

Not movable

Red uniform

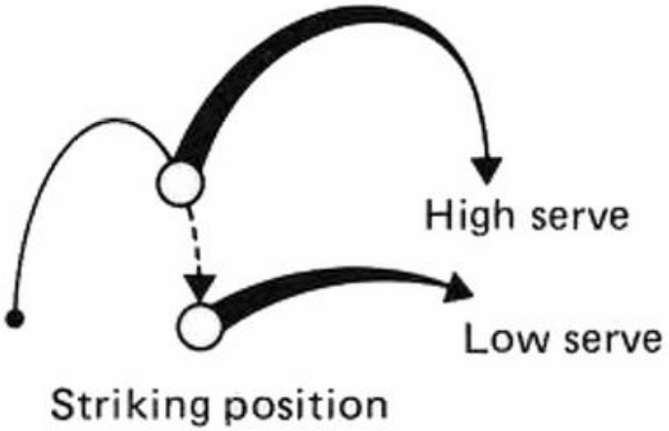
Movable

The ball moves slower in the training mode. The uniform of the player that can be moved with the ✣ Control Pad will turn red so you can more easily follow the player's movements. The game is played just as it is in the game mode.

■ Game Mode

Serving

1. The whistle blows.
2. Toss the ball up using the A button.
3. Press the A button again to hit the ball and complete the serve.



A button A button + ✣ Control Pad

* You can vary the strength of the serve by changing the timing of your strike.

* Use the ✣ Control Pad to determine the strength and direction of the serve. The examples below show a serve from the left court.

Press the top ✣ of the Control Pad.

Press the bottom ✣ of the Control Pad.

Press the right side ✣ of the Control Pad.

Press the left side ✣ of the Control Pad.

Receiving

A button + ✣ Control Pad

▶ Returns ball to opponent's court.

1. Normally the A button is used to receive.
2. The direction in which the ball is returned can be controlled by operating the ✣ Control Pad while receiving.
3. Press the B button to pass a low ball for a quick set.
4. The ball will be automatically returned to the opponent's court on the third hit.

* The ✣ Control Pad will not move players while the A or B button is being held down. Always remove your finger from the A or B button before operating the ✣ Control Pad.

Setting

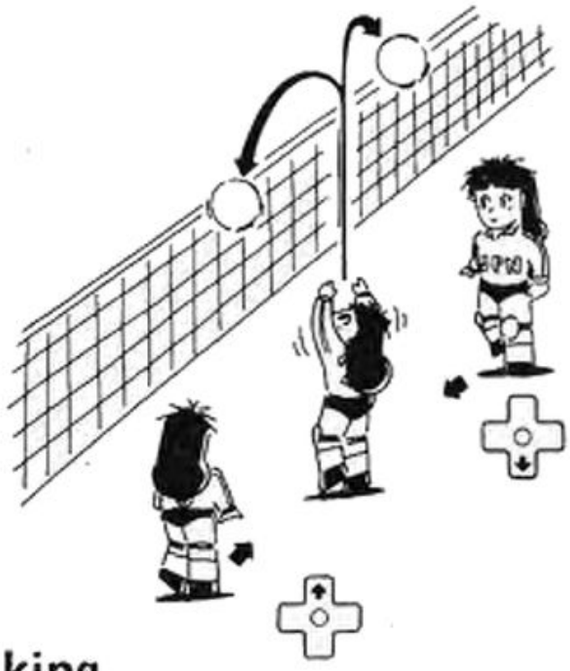
A button + ✣ Control Pad

▶ High set

B button + ✣ Control Pad

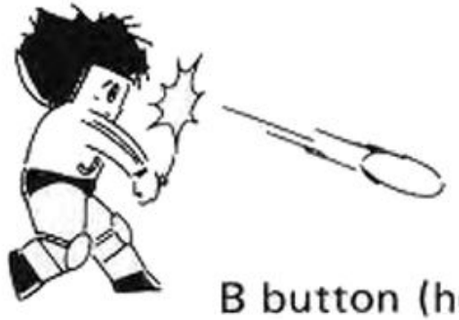
▶ Low set

1. Use the ✣ Control Pad to move the player under the ball, and set the ball by pressing the A button.
2. Use the ✣ Control Pad to control the direction of the set.
3. Press the B button for a quick set.



* When the player in the center of the forward or back row of players hits the ball, the next player to move will be determined by the area of the ✣ Control Pad that is pressed.
* Use the shadow of the ball on the court surface as a guide when trying to get under the ball.

Spiking



B button (held down)

+

Cross spike

Feint (Drop shot) ✣ Strong spike

Cross spike

1. For the third hit, get under the ball and press the B button to jump. If the ball is above the player's head, a spike will be made as long as the B button is held down.
2. Press the ✣ Control Pad toward the front for a strong spike; press it backward to feint. Cross spikes to the left and right can also be hit.
3. Press the ✣ Control Pad forward and then press and hold down the B button for a double or a direct spike.

* Spike by accurately timing the fall of the ball.

Blocking

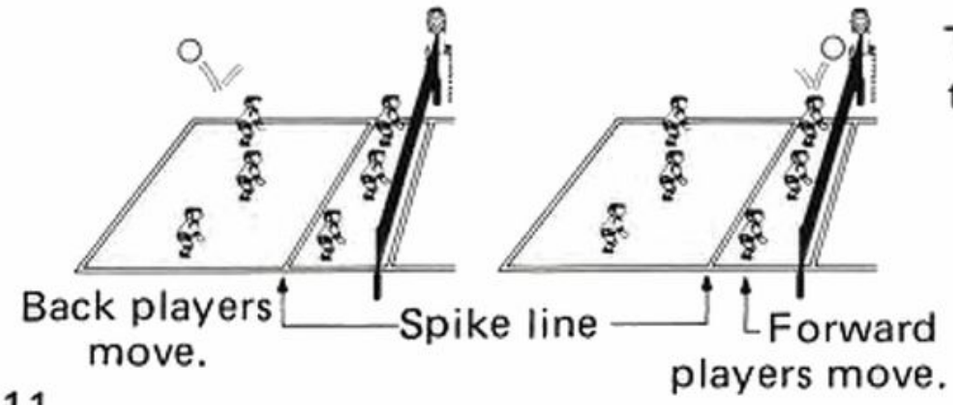
1. Move blockers in front of the opposing spikers (bring them together with the A button), press and hold down the B button to jump and block a spike.
2. The direction the ball goes after it has been blocked depends on the angle at which it is blocked.
3. Press the ✣ Control Pad forward for a double block.

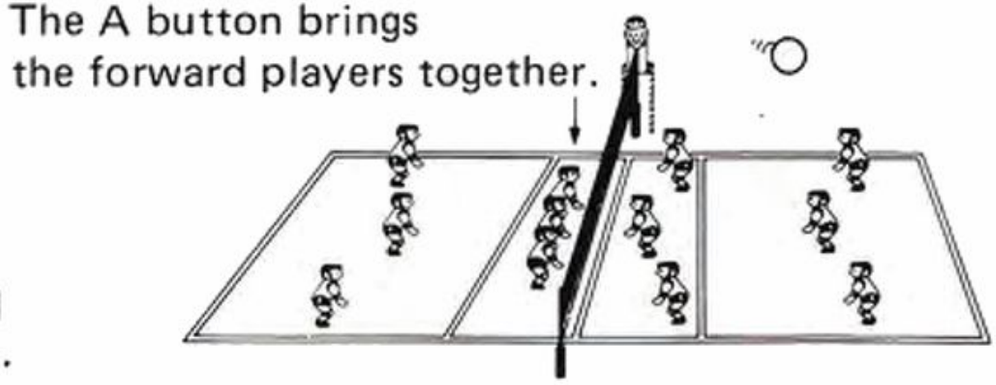
B button (held down) + ✣ Double block

Player's movements

As a rule, the back players will move when the ball is behind the spike line; the forward players, when it is in front of the spike line.

If the A button is pressed when the ball is in the opponent's court, the forward players will come together in front of the net. This movement sets players for blocking.





Time-out

Press the START button on Controller 1 to call a time-out. Time-outs cannot be called in the middle of play (just as in an actual volleyball game).

Basic rules

- There are 15 points to a game; the first team to win three games wins the match.
- Only the serving team can score points. The receiving team can win the right to serve, but scores no points.
- The teams change courts after every game. When both teams have won two games and are playing the fifth game, they will change courts as soon as one team has scored eight points.

* Other rules are basically the same as those in an actual volleyball game. Note, however, that there are some slight differences in the computer game rules due to programming considerations.

* A whistle will be blown if the computer determines that the ball was not returned to the opponent's court after the third hit.

■Button Operation Summary

* When the ball is hit from the left court.

Serve	Ⓐ+Ⓐ✚
Receive	Ⓐ✚ or Ⓑ✚
Set	Ⓐ✚ or Ⓑ✚
Spike	❽✚(Strong spike) ❽✚(Cross spike)
Block	❽✚ (Double block)
Feint	❽✚ ❽✚ (Cross feint)
Double spike / Direct spike	❽✚
Quick set	Ⓑ✚(Short set)+❽✚

Note: The ❽ mark indicates that the B button is to be held down.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio–TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

90-DAY LIMITED WARRANTY NINTENDO GAME PAKS

90-DAY LIMITED WARRANTY:

Nintendo of America Inc. ("Nintendo") warrants to the original consumer purchaser that this Nintendo Game Pak ("PAK") (not including Game Pak Accessories or Robot Accessories) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Nintendo will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.

2. Notify the Nintendo Consumer Service Department of the problem requiring warranty service by calling: Outside Washington State (800) 422-2602, or Inside Washington State (206) 882-2040. Our Consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.

3. If the Nintendo service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

   Nintendo of America Inc.
   NES Consumer Service Department
   4820 – 150th Avenue N.E.
   Redmond, WA 98052

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90-day warranty period, you may contact the Nintendo Consumer Service Department at the phone number noted above. If the Nintendo service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK and return the defective PAK freight prepaid to Nintendo, enclosing a check or money order for $10.00 payable to Nintendo of America Inc. Nintendo will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refunded.

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